This listing of claims will replace all prior versions, and listings, of claims in the application:

The Status of the Claims

1-30.   (Canceled).

31.   (New) A gaming machine comprising a game controller arranged to facilitate a play of a first game and a play of a second game, wherein the game controller is arranged to:

randomly generate a plurality of symbols as an outcome for the play of the first game;

determine whether the plurality of symbols comprises a plurality of die symbols;

randomly select a plurality of numerical values if it is determined that the symbols comprise the die symbols, wherein the game controller is arranged to obtain the numerical values from the die symbols;

determine whether the numerical values meet a predefined criterion; and

commencing the play of the second game if it is determined that the numerical values meet the predefined criterion.

32.   (New) The gaming machine as claimed in claim 31, wherein the game controller is arranged use the numerical values as a basis for selecting one of a plurality of different start conditions from which the play of the second game will commence.

33.   (New) The gaming machine as claimed in claim 31, wherein the criterion comprises any one of the following:

all of the numerical values being of equal value to each other; and

the total sum value of the numerical values is equal to a predefined value.

34.   (New) A method for use with a gaming machine comprising a game controller, the method comprising the steps of:

facilitating, via the game controller, a play of a first game and a play of a second game;

randomly generating, via the game controller, a plurality of symbols as an outcome for the play of the first game;

determining, via the game controller, whether the plurality or symbols comprises a plurality of die symbols;

randomly selecting, via the game controller, a plurality of numerical values if it is determined that the symbols comprises the die symbols, wherein the game controller is arranged to obtain the numerical values from the die symbols;

determining, via the game controller, whether the numerical values meet a predefined criterion; and

commencing, via the game controller, the play of the second game if it is determined that the numerical values meet the predefined criterion.

35.   (New) The method as claimed in claim 34, further comprising using the numerical values as a basis for selecting one of a plurality of different start conditions from which the play of the second game will commence.

36.   (New) The method as claimed in claim 34, wherein the criterion comprises any one of the following:

all of the numerical values being of equal value to each other; and

the total sum value of the numerical values is equal to a predefined value.